

**Amendments to the Claims:**

This listing of claims will replace all prior versions and listing of claims in the application.

Claims 1, 3-4, 7, 9, 11-12, 14, 16, 18-23, 26, 28-30 and 32-46 are amended.

**Listing of Claims:**

1. (Currently Amended) A user interface for a display of an electronic device, the user interface including:  
a background layer for displaying an interface; and  
at least a first animated or static control element overlaid on the back ground layer, wherein the control element has a plurality of functions associated with it and each of said functions being executable by making a 2D gesture associated with a one of said plurality of functions in a region of the user interface associated with the control element.
2. (Original) A user interface as claimed in claim 1, wherein the control element moves over a region of the display.
3. (Currently Amended) A user interface as claimed in claim 1 ~~or claim 2~~, wherein the control element is an icon.
4. (Currently Amended) A user interface as claimed in claim 1 ~~or 2~~, wherein the control element is an alphanumeric string.
5. (Original) A user interface as claimed in claim 4, wherein the alpha numeric string is a word.
6. (Original) A user interface as claimed in claim 5, wherein the word is polysyllabic and the each individual syllable is animated.
7. (Currently Amended) A user interface as claimed in ~~claims 1 or claim 2~~ claim 1, wherein the control element is a button.

8. (Original) A user interface as claimed in claim 7, wherein the button bears and indicia indicating a menu of functions associated with the button and wherein making the 2D gesture executes a function from the menu.

9. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1, wherein a help function is associated with the control element and wherein making a help 2D gesture causes help information relating to the functions associated with the control element to be displayed in the user interface.

10. (Original) A user interface as claimed in claim 9, wherein the help 2D gesture has the shape substantially of a question mark.

11. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1, wherein the control element is visually opaque.

12. (Currently Amended) A user interface as claimed in ~~any of claims 1 to 10~~ claim 1, wherein the control element is visually transparent.

13. (Original) A user interface as claimed in claim 12, wherein the control element has a transparency of less than substantially 30%.

14. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1, wherein the user interface includes a plurality of animated or static control elements.

15. (Original) A user interface as claimed in claim 14, wherein the first control element is of a first type and a second of the plurality of control elements is of a second type, which is different to the first type.

16. (Currently Amended) A user interface as claimed in claim 14 ~~or 15~~, wherein the plurality of control elements between them provide a keyboard.

17. (Original) A user interface as claimed in claim 16, wherein the keyboard has a standard layout.

18. (Currently Amended) A user interface as claimed in claim 16 ~~or 17~~ wherein the keyboard provides all of the characters in an alphabet of a language.

19. (Currently Amended) A user interface as claimed in ~~any of claims 16 to 18~~ claim 16, wherein at least one of the control elements is associated with a plurality of characters and each of the plurality of characters has a respective 2D gesture associated therewith for causing the character to be displayed on the background layer.

20. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1 wherein the control element has a 2D gesture associated with it for carrying out a formatting function on a character associated with the control element.

21. (Currently Amended) A user interface as claimed in ~~any of claims 1 to 15~~ claim 1, wherein at least one control elements is associated with a plurality of media player functions and each of the media player functions has a respective 2D gesture associated therewith for causing the media player function to be executed.

22. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1, wherein the control element is animated so as to appear like a three dimensional entity.

23. (Currently Amended) A user interface as claimed in ~~any preceding claim~~ claim 1, wherein the control element is animated so as to be more readily noticeable by peripheral vision.

24. (Original) A user interface as claimed in claim 23, wherein the control element has an axis along which it is animated.

25. (Original) A user interface as claimed in claim 24, wherein the control elements animation comprises variable thickness bars scrolling along the axis.

26. (Currently Amended) An electronic device having a user interface, the electronic device including:

a display device;

a data processing device; and

a memory storing instructions executable by the data processing device to display the user interface on the display, wherein the user interface is as claimed in ~~any preceding claim~~ claim 1.

27. (Original) A device as claimed in claim 26, wherein the display is a touch sensitive display.

28. (Currently Amended) A device as claimed in claim 26 ~~or 27~~, wherein the device further includes a pointer device for making a 2D gesture on the user interface.

29. (Currently Amended) A device as claimed in ~~any of claims 26 to 28~~ claim 26, wherein the device is a handheld device.

30. (Currently Amended) A device as claimed in ~~any of claims 26 to 29~~ claim 26, wherein the device is a wireless telecommunications device.

31. (Original) A device as claimed in claim 30, wherein the device is a cellular telecommunications device.

32. (Currently Amended) A computer implemented method for providing a user interface for a display of an electronic device, comprising:

displaying an interface as a background layer;

displaying an animated or static control element associated with a plurality of functions over the background layer;

detecting a 2D gesture made over a region of the user interface associated with the control element; and

executing a one of the plurality of functions which is associated with the 2D gesture.

33. (Currently Amended) A method as claimed in claim 32, wherein a plurality of animated or static control elements are displayed.

34. (Currently Amended) A method as claimed in claim 32 ~~or 33~~, wherein the animated or static control elements are transparent.

35. (Currently Amended) A method as claimed in ~~any of claims 32 to 34~~ claim 32 and wherein detecting the 2D gesture further comprises a gesture engine parsing the 2D gesture and generating a keyboard event corresponding to the 2D gesture.

~~34~~ 36. (Currently Amended) A method as claimed in any of ~~claims 32 to 35~~ claim 32, and further comprising determining a location within the display of the 2D gesture and determining whether a control element is associated with the location.

~~35~~ 37. (Currently Amended) A method as claimed in ~~any of claims 32 to 35~~ claim 32, and further comprising: determining whether a gesture is intended to activate a control element and if not then determining a function of the background layer to execute.

~~36~~ 38. (Currently Amended) A method as claimed in claim 32, wherein the 2D gesture is a help 2D gesture and the function associated with the 2D gesture is a help function which displays information relating to the control element.

~~37~~ 39. (Currently Amended) A method as claimed in claim 38, wherein the information relating to the control element includes a graphical indication of the 2D gestures associated with the control element and/or text explaining the functions associated with the 2D control element.

~~38~~ 40. (Currently Amended) A method as claimed in claim ~~32~~ 38, wherein the control element is associated with a menu of functions and wherein the 2D gesture causes a one of the functions from the menu of functions to be executed.

~~39~~ 41. (Currently Amended) A method as claimed in claim 33 wherein the plurality of control

elements between them provide a key board and wherein the 2D gesture causes a character selected from the keyboard to be displayed on the background layer.

40 42. (Currently Amended) A method as claimed in ~~any of claims 32 to 39~~ claim 32 wherein the control element is a character string.

41 43. (Currently Amended) A method as claimed in claim 40 42, wherein the character string is a word.

42 44. (Currently Amended) A method as claimed in claim 41 43, wherein the word is a polysyllabic word and each syllable of the word is separately animated.

43 45. (Currently Amended) Computer program code executable by a data processing device to provide the user interface of ~~any of claims 1 to 25 or the computing device of any of claims 26 to 31 or the method of any of claims 32 to 40~~ claim 1.

[[44]] 46. (Currently Amended) A computer program product comprising a computer readable medium bearing computer program code as claimed in claim 43 45.